**PACT (People, Activities, Contexts, Technologies) Summary**

**Product Name: College Competition Software Program**

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| **People**  Who do you think are the key users of this product?  Think about the broad user groups that can be identified.  List these groups and their likely characteristics ***in order of priority*** for the product in question.  Not general considerations for building *any* system, but specific considerations for designing *your* *user-system interactions*  Any characteristics that could affect your interface design?  Are the users homogenous/heterogeneous?  (physical, cognitive, usage pattern differences) | **PACT Summary**   * **Teenagers** * **Young adults**   Implications:   * Due to the age of the primarily-intended audience, the majority of them will be technology inclined, and won’t require too many prompts to help them; * The users will be heterogeneous, due to the nature of the competition, there will be a plethora of various users. Therefore, it would be beneficial to have the UI being simple, with large text, and the different coloured text to mark questions of importance. |
| **Activities**  What are the main goals/tasks users will want to achieve with this product?  Again, list these ***in order of priority*** (e.g. if the system has a log in it is likely that a user would create an account just once therefore that task should be bottom of the list). | * Collect scores each event for each team; * Total the score for each team; * Order the scores from highest to lowest and output them; * Collect team names; * Collect player names for that team; * After events are finished, showcase an overview of each event, showcasing the scores each team per event. |
| **Contexts**  Where will this product be used? Describe the likely environment, ***physical, organisational & social***,and discuss the implications of this (e.g. the product’s resilience to the environmental factors such as noise, disturbance, light, ability to connect to wifi if out and about, cooperation with others - single or multiple person interaction etc.) | * It will be positioned indoors, weather will not be considered as a factor; * Wi-Fi connectivity will not be an issue as the system will not require it; and * A single user will only be able to use the screen at a time. This will require cooperation with others. |
| **Technologies**  What type of technology will the users have? Consider input and output, data types etc. test, speech, icons, error messages etc.  You should link to what you have said in the contexts section above.  You should also link to what you have said in the activities section above (e.g. if an activity is to leave comments then the input technology might be a form; if the activity is to search then the input technology might be a search bar). | It will mainly be through user input in a command line interface. However, the potential to expand to a more user-friendly option could be considered. |
| **Business Goals: What are the product’s primary business goals?**  Recording all the scores for a team and displaying it with their team name and total score. | |